

# JSIMS MOOTW Capabilities

- Arms Control
- Combating Terrorism
- DoD Support to Counter-drug Operations
- Enforcement of Sanctions
- Enforcing Exclusion Zones
- Ensuring Freedom of Navigation and Overflight
- Humanitarian Assistance
- Nation Assistance / Support to Counterinsurgency
- Noncombatant Evacuation Operations (NEO)
- Peace Operations (PO)
- Protection of Shipping
- Recovery Operations
- Show of Force
- Strikes and Raids

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# JSIMS General Capabilities

- Incorporate simulation of social, economic, and political factors that affect military operations
- Incorporate human and organizational behavioral complexity
- Scenario Generation of MOOTW scenarios
- Muti-sides, up to 30 sides
- Wide range of military and nonmilitary organizations (PVOs, NGs, political factions, paramilitary groups)
- Forces can change sides during the event.
- Less than lethal munitions
- Migrant-refugee Operations
- Disaster Relief